



Druid 1
CLASS & LEVEL

High Elf
RACE/ANCESTRY/HERITAGE

Hermit
BACKGROUND

STR
+0
10

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC)

INITIATIVE

15 +2 30 ft.

SPEED

SAVING THROWS

+0 Strength Saves
+2 Dexterity Saves
+2 Constitution Saves
+1 Intelligence Saves *
+4 Wisdom Saves *
+1 Charisma Saves
* Prof. bonus added

DEX
+2
15

CON
+2
14

INT
-1
9

WIS
+2
15

CHA
+1
12

Armor Worn: leather armor, wooden shield

HIT POINTS HIT DICE
10 1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Shillelagh Club. *Melee Spell/Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d8+2 bludgeoning damage. (Cantrip effect on weapon lasts for 1 minute.)

MAGIC, FEATS & SPECIAL ATTACKS

Poison Spray Cantrip. *Ranged Spell Attack:* Target a creature within 10 ft. that you can see, it must succeed on a DC 9 Constitution saving throw or take 1d12 poison damage. (No damage if made save.)

CLASS

Druid Class Features [PHB p. 65]

- Ritual Casting

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Guidance, Poison Spray, Shillelagh*

Prepared Spells

1st Level (2 slots): *Cure Wounds, Animal Friendship, Detect Magic*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), shield (AC +2), scimitar, club, dagger, sling and 20 stones, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 42 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 6 gold pieces (gp); 26 silver pieces (sp); 74 copper pieces (cp); 2 gems (worth 10 gp each)

Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Joined a communal group. Spent year living on another planet.
- **Ideal:** Truth unlocks cosmic power.
- **Bond:** Your hermitage above all.
- **Flaw:** Uses drugs to stay awake.

PROFICIENCIES & LANGUAGE

Armor: light armor, medium armor, shields (nonmetal only)

Weapons: club, dagger, dart, javelin, longbow, longsword, mace, quarterstaff, scimitar, shortbow, shortsword, sickle, sling, spear

Tools: herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Insight, Medicine, Nature, Perception, Religion

Languages: Common, Undercommon, Druidic, Elvish

RACE

High Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 178 years old
- Medium Size (5' 1", 132 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)
- Elf Weapon Training (swords, bows)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)
- Cantrip (*Poison Spray*)